

Do you remember when development started for the game?

Some time around 2002. Much of the team came from the Turok team at Acclaim in Austin, TX.

What was the first level that you helped design?

I was the environment artist who worked on “Roast Mutton”, the preliminary Hobbit hole exteriors, Rivendell, and the Wood elves caves.

How many weeks or months would it take to plan out & design a level?

We had roughly 4-6 weeks per level buildout.

What was the thought process like when coming up with level environments?

We followed the descriptions from the book as closely as possible.

How was your experience working with creative director, Chuck Luper and art director Michael Fong?

The Creative Director was Cyrus Lum. Chuck was the lead Designer and Michael (Mike) was the Lead Artist. All 3 were super talented and were great to work with.

What kind of software did you use when making the levels?

3ds Max, Adobe, Perforce and Acclaim's proprietary game engine.

Did your team take any inspiration from the Spyro the Dragon series when designing levels or game play ideas?

Some... But not much. Mostly it was from Paul Haskins (Lead Environment Artist). He brought a ton of experience from working on “Gauntlet: Dark Legacy” ... He had a big influence in the way levels were built.

Was there any levels or content that had to be cut?

Yes, maybe 1/3 or more of all work was cut to keep milestones in place. From my levels, Rivendell, and the Wood elves area were completely cut. The Hollywood movies (Lord of the Rings) had a completely different look- therefore negating any concept work we did.

Do have any remaining level design documents or concept art?

See Attached. No one has seen this stuff in almost 20 years!

Was there any conflict with the publishers, Sierra & Vivendi Universal?

I am unaware of management or the business aspects... However, “Lord of the Rings” was being developed at the same time. They seemed to have much of the attention of the publishers.

Did you're team get any feed back from the publishers, and did they ask you to change things?

The Tolkien Family once sent a guy who actually spoke Elven to act as a subject matter expert for a review session.

Thanks- Luke